

RESOURCES/ CALIFORNIA ENVIRONMENTAL PROTECTION AGENCY

Resources

- The Governor's Budget continues to fund activities within the Department of Fish and Game, Department of Conservation, and Department of Forestry and Fire Protection to enforce existing environmental protection laws.
- The Administration remains committed to the State's responsibility to "Keep Tahoe Blue."
- California's participation in the CALFED Bay-Delta Program will continue to exceed the federal commitment.
- The Governor's Budget proposes to increase State Park fees, which will allow for continued operation of all facilities and continue to bolster the local economies in which the parks reside.
- The Governor's Budget proposes to reduce the California Conservation Corps by \$12.8 million, which will result in a 14 percent reduction in the number of corps members served. The ongoing program will continue to provide vital resource protection services and train a full time equivalent of 1,200 corps members.



California Environmental Protection Agency

- The Governor's Budget proposes \$52.3 million from the Electronic Waste Recovery and Recycling Account for the California Integrated Waste Management Board to implement the Electronic Waste Recycling Program established by Chapter 526, Statutes of 2003, to reduce and reuse the State's huge stockpile of electronic devices such as computer monitors and televisions.
- The Governor's Budget includes \$3 million to continue equipment upgrades for the measurement and monitoring of small particulate matter (PM 2.5).
- The Governor's Budget includes \$1.5 million (funded by fees on the manufacture and use of perchloroethylene) for the new Non-Toxic Dry Cleaning Incentive Grant Program established by Chapter 821, Statutes of 2003, to aid dry cleaners in transition to nontoxic and non-smog-producing technologies.
- The Governor's Budget proposes \$226,000 to implement a Mobile Hazardous Materials Laboratory to respond quickly and effectively to a wide variety of emergencies around the State.